

Software Systems Verification and Validation

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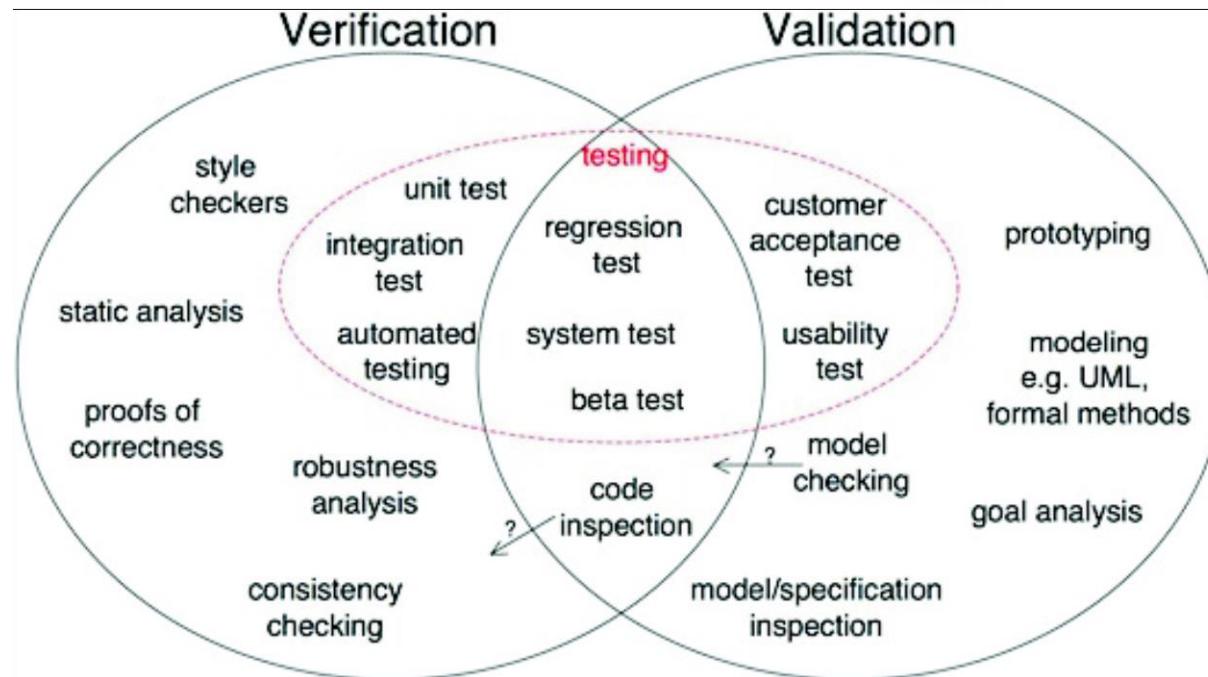
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Lecture 1: Inspection



Sales paradigm - SSVV

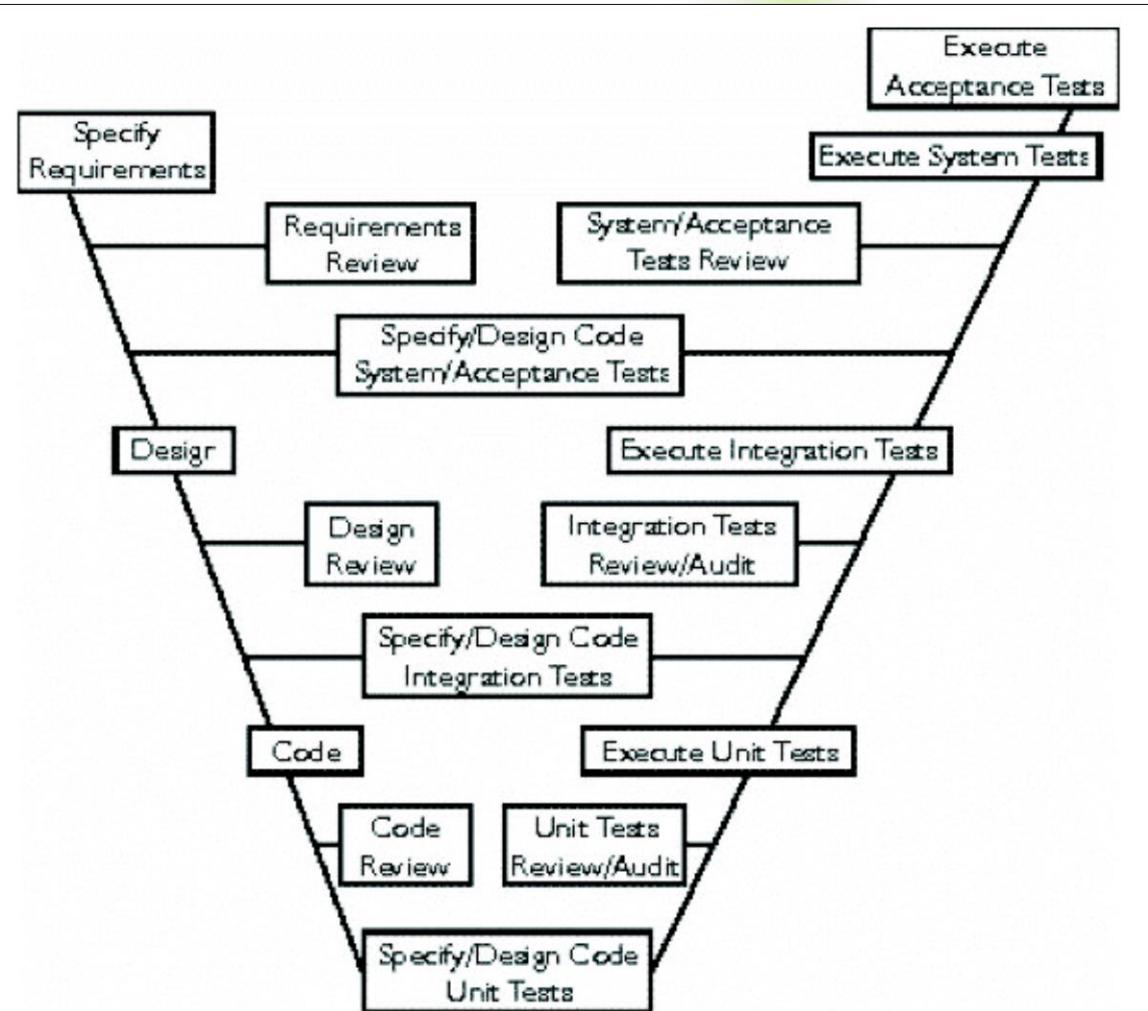
- Motivate the STUDENT - what you will learn!



- <http://www.easterbrook.ca/steve/2010/11/the-difference-between-verification-and-validation/>

Software development life cycle Model

- Extended V-Model

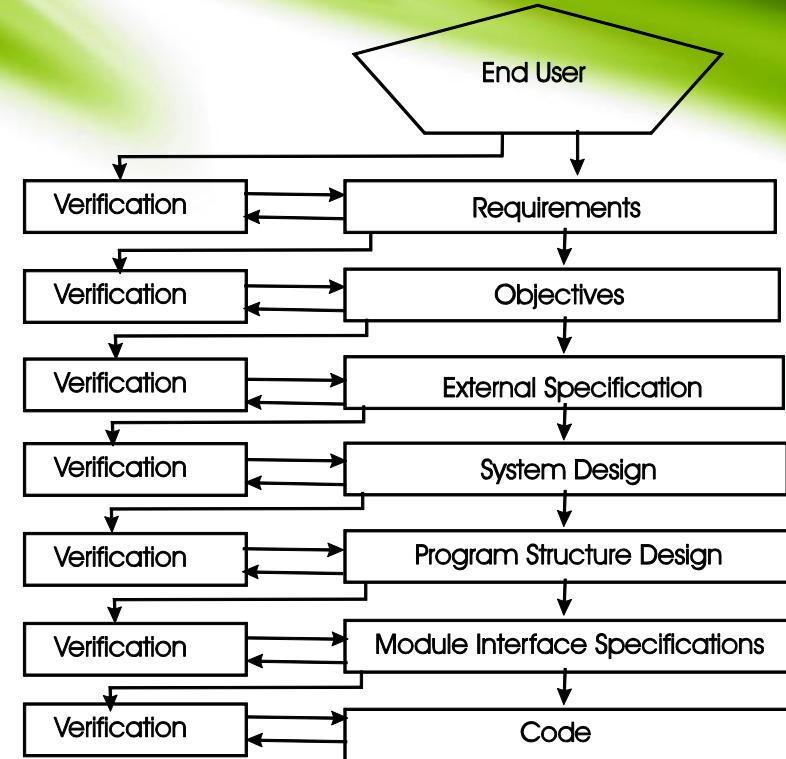


Outline

- Human testing
- Human testing methods
 - Inspections
 - Walkthroughs
 - Pair-programming

Human testing

- Prevent errors
 - introduction of a verification step at the end of each process.



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Human testing methods

[Mye04] (chapter 3), [PY08] (chapter 18), [Fre10] (chapter 4)

- Is it useful? they contribute to productivity and reliability:
 - The earlier errors are found, the lower the cost of correcting the errors.
 - Psychological change of programmers when computer-based testing commences.
- Human testing methods are:
 - Inspections
 - Walkthroughs
 - Pair-programming
- Objective - to find errors but not to find solutions to the errors.
- Advantage - when an error is found it is usually located.
 - **Finds from 30% to 70% of the logic-design/coding errors in programs (?)**.
- Inspection and computer-based testing are complementary.

WE ARE FINDING A DEFECT IN REVIEW 9 TIMES FASTER THAN IN TESTING.

WE ARE SOLVING A DEFECT FOUND IN REVIEW 5 TIMES FASTER THAN A DEFECT FOUND IN TESTING.



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Inspection

- **Inspection** - process of trying to find defects in development documents during various phases of the software development process.
- Fagan Inspection team ([4 members])
 - Moderator - duties
 - Distributing materials for, and scheduling the inspection session.
 - Leading the session
 - Ensuring that the errors are subsequently corrected.
 - Author of the product (analyst, designer, programmer)
 - Secretary
 - Reader
- Checklists
- Time - 90-120 minutes

Inspection activities

- **Planning**
 - the moderator selects the team members
 - distribution of the materials to the members; task assignment
- **Presentation/Overview - not compulsory**
 - used to present details to the members of the inspection team
- **Individual preparation**
 - reading and understanding the received documentation
- **Inspection meeting**
 - critical observations of each individual inspectors - discussed
 - conclusions of the inspection - documented
- **Rework**
 - the author makes the required changes and correct the errors
- **Follow-up**
 - to verify if the modification did eliminate the errors
 - may be only between the author and the moderator

Inspection checklists

- Inspection scope - to find errors
- Depending on the analyzed document - special kind of errors
- **Specification Document**
 - Does the specification conforms to the user's needs?
 - Are there ambiguities in the specification?
 - Do the input/output date are clearly stated? What about input/output conditions?
 - Are there requirements that are not present in the specification?
 - Are there performance conditions? What precise computation conditions?
- **Analysis Document**
 - Does the design conforms to the specification?
 - Are all the functionalities from the specification specified?
 - Is there an analysis documentation about the made decisions?

Inspection checklists (cont.)

- **Code**
 - Does the code conforms to the design?
 - Are all the methods are called?
 - Are all the variables initialized?
 - Problems with: infinite cycles, out of bound indexes, improper allocation of memory.
- **Test Document**
 - The test cases are well documented?
 - The test cases are well chosen?
 - Are the test data sufficient to coverage criterion?
 - For the integration testing, the order of integration is clear?
 - At regression testing is the testing continued?

Inspection advantages [CB03]

- Early error discovery
- Reduce product development time and cost
- Group method
- Mean to education
- The source of error is known (locating defect)
- Eliminates the debugging stress if few day remains until product release
- Inspection – more efficient than testing [CB03]
 - detecting, locating, repairing defect
 - a two pass approach (individuals first and by the group)
 - checklist – calls attention to specific defect prone areas

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Walkthrough

- **Walkthrough** [You79], [CB03] - process of trying to find defects in development documents during various phases of the software development process.
- Similar to Inspection
- **Team members** ([3-5] members)
 - Moderator ([CB03]- moderator = the producer of the reviewed material
 - → a larger amount of material can be processed by the group)
 - Secretary
 - Tester
- **Procedures** are slightly different
 - Planning
 - Meeting - the participants “play computer” (no checklist)
 - No Individual preparation [CB03]
 - Rework [You79]
 - Follow-up
- Different error-detection technique
- Time - 90-120 minutes

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Pair-Programming

- Variation of program inspection.
- Merges coding and inspection activities.
- The inspection activities
 - are not driven by checklists
 - are based on shared programming practice and style
- Programmers frequently alternate roles
- Is carried out in normal work days, without excessive overtime and without severe schedule pressure.
- No mediator, so responsibility for open and nondefensive discussion of decisions/alternatives falls to the programmers.

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- **Lecture 1 - Exit Ticket**
 - Socrative
 - Mentimeter

Next Lecture (tentative)

- Testing. Test planning.
- Test case design - Black-box testing
- Testing Management Tool - TestLink
- Continuous integration - Jenkins

Questions

- Thank You For Your Attention!

References

- [PY08] M. Pezzand and M. Young. *Software Testing and Analysis: Process, Principles and Techniques*. John Wiley and Sons, 2008.
- [Mye04] Glenford J. Myers, *The Art of Software Testing*, John Wiley & Sons, Inc., 2004
- [You79] E. Yourdon, Structured Walkthroughs, Prentice-Hall, Englewood Cliffs, NJ, 1979
- [CB03] Jean-Francois Collard and Ilene Burnstein. *Practical Software Testing*. Springer-Verlag New York, Inc., 2003.
- [Fre10] M. Frentiu, Verificarea si validarea sistemelor soft, Presa Universitara Clujeana, 2010